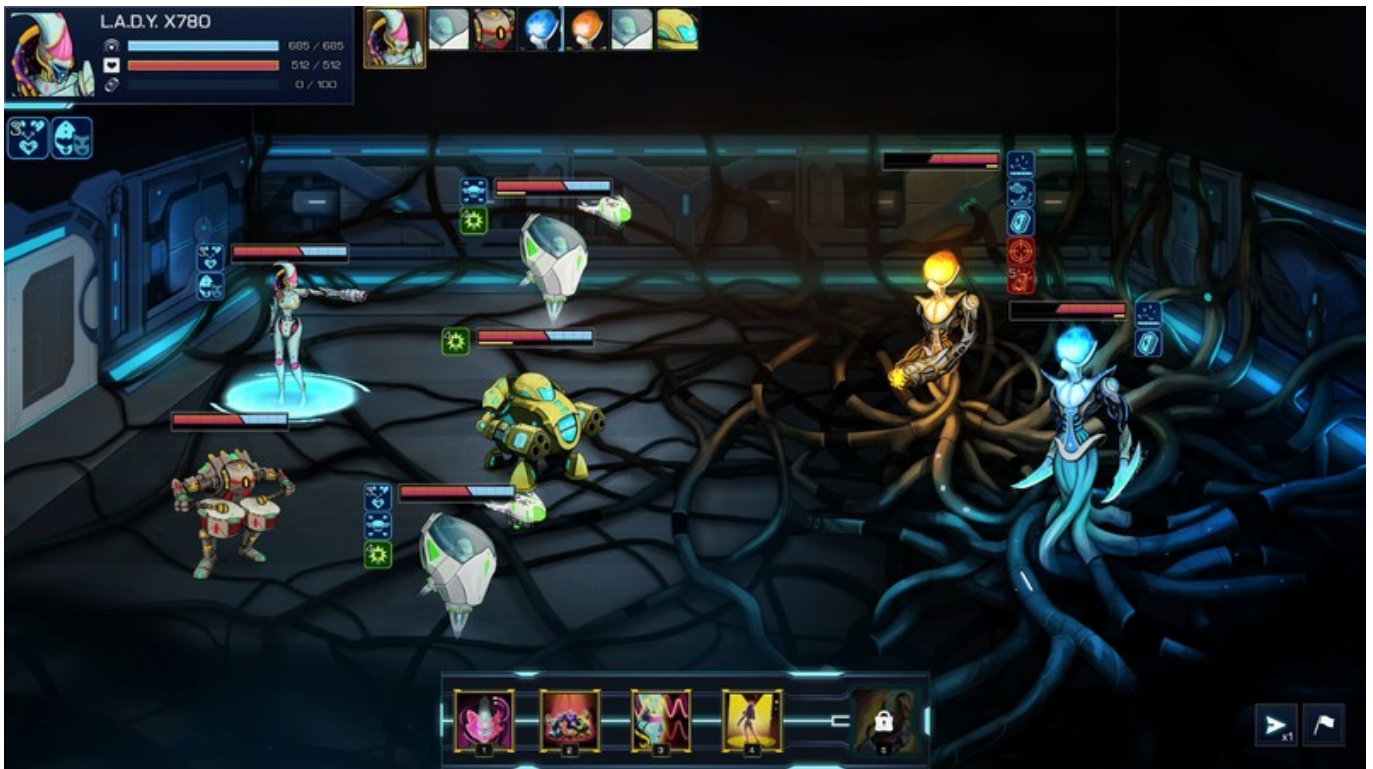


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### Night in the Woods Vol. 1: At The End Of Everything

Music by Alec Holowka

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Title: Night in the Woods - Soundtrack Vol. I

Genre: Adventure

Developer:

Infinite Fall

Release Date: 16 Mar, 2017

a09c17d780

**Minimum:**

**Storage:** 500 MB available space

English









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Well this was a surprise. Q-YO is an outstanding, as well as bizarre, little horizontal shooter with some very interesting art and animations. I'm really enjoying what I've played so far and I can't believe the asking price for as much work that went into it. All is not perfect in Q-YO though and I hope the devs can correct a few things to raise the game from a mid tier to a top tier SHMUP:

1. In-game online leaderboards
2. Volume controls for music/BGM
3. Score penalty for using continues. (Score should reset to zero)
4. Ammo is too plentiful for both homing weapons (Homing missile and laser) Game feels as if it's on easy mode when using either of these weapons.

EDIT: v1.01 has corrected issues 2, 3, and 4 as well as upping the game's overall difficulty. Also a nice CRT filter has been added in video options. This game is getting much better now :-). Just need the online leaderboard to be added in-game so we don't have to use Steam to check it. The very first VR game where I experienced real fear. Must-have for VIVE owners. The best VR game I ever played. Good game only needs more units. 40+ hours so far. The most frustrating feature of this game is the obscurity. Controls are L-shift, S, D, Esc, Enter, Space, and arrows and cannot be changed. They are not explained in the game. The max level is 20 for a total of 19 upgrades. This was not explained beforehand. I could not figure out how to progress at one point until I tried using an item in a slightly different way. And I only just realized what an item I found days ago even does.

But this is where the lack of explanation in-game enters the gray area of pro/con. To some, it's a barrier. To others, it becomes an invitation to experiment and explore. I was incredibly frustrated while I was stuck, but when I progressed it was extremely satisfying. I've died again and again trying to find out how to even damage some of the later bosses. But slowly learning their weaknesses and taking them down has been incredibly rewarding. The exact order in which to explore the progressively open map is a little foggy, but the overall direction is clear.

Exploration is where the game truly shines. Many areas are more accessible than they first seem. Enemies can be tackled with more practice as opposed to more items. Many puzzles are solved not by finding a new upgrade but by creative use of Elliot's existing abilities. There are many side areas with their own rewards, and one or two decisions for Elliot to make that will stay with him for the rest of the game. There are always multiple uses for an upgrade. None of them are spelled out, but some are made clear by the design of the area they are found in. The clever puzzles make yet more applications for Elliot's powers clear.

In summary, this is a game that is difficult to get into at the start due to the complete, \*absolute\*, UTTER lack of hand holding. But it quickly builds momentum and continues building it the longer you play. For those who enjoy exploring their surroundings, their alternatives, and the hidden mechanics of their game world, this is an experience I can't recommend highly enough.

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An interesting mechanic with the guard, the atmosphere of horror is felt, fear, when the guard chases you, and you run away from him, but sometimes he seems sooo smart. First, Very good graphics!

I really like this game but it has some bugs that can't be ignored. I'll change my review when the bugs will be gone.

- Left handed support! I k'now I can just switch the Vive Controls but it doesn't feels right.
- Every tigger release the game pauses and you can see the Vive controls for a 1/2 second this is really bad for immersion.

Wow! I never had this headache and dizziness with any Vive game but the trigger bug gave me a real headache both times I tried the game. Haven't played Multiplayer, I'll check the other bugs (memory leaks) later when this headache passes.

It is a good game at a good price but these bugs is a deal breaker for me.. Disclosure: I am friends with the developer. However, I am friends with many developers on Steam, and usually do not purchase their games. But, this one is 99 cents, and it looked pretty cool, so, I went ahead.

Paradoxically, part of what makes this game easy to recommend is how little I have to convey about it. One plays as a pig, and uses the arrow buttons to dash around the screen, popping all the balloons one can. Hit a bird, lose one of the three starting balloons. Lose all three, lose the game. Hitting balloons causes the pig to bounce in the air, so, there's a bit of strategy involved in running away\dashing to or from balloons.

A typical game is around 2-3 minutes. It gets a little repetitive, but, there's enough to the gameplay to where it can be picked up again and again. If you've ever heard of or played Montaro, another 99 cent, simplistic game with small animals, it's similar to that - The Howler, too. One thing I appreciated was that one's multiplier rises as one progresses through the game, causing an almost exponential increase in points, which successfully generates excitement when late in the game, down to the last balloon.

I have a few complaints. It's one of those games where anything that changes the framerate actually changes the pace of the game, which means that background processes running can suddenly change gameplay speed. The prices for the pigs (the game has a variety to choose from) seem artificially high - reducing them would give a greater feeling of progression and accomplishment over the course of the time most people would play the game for. When hitting balloons, the birds fall to the ground, but, the pig falls faster if one doesn't hit the "up" arrow, meaning one can lose a balloon to the poor bird's corpse.

But, overall, I quite enjoy it. The backgrounds look great, the art style is bright and expressive, the theme fits - it's a great game to look at, and a great game to spend a few minutes on in between classes, during lunch breaks, etc. Again, Montaro and The Howler are what I would compare it to.

Thanks for reading!. It is as it says.. Graphic is amazing, maybe is one of the most attractive fact I ever seen in my VR games list. Busy battle, you need to understand the time of countattack to stop enemy, or use teleporting to avoid be surrounded by enemies. Stand away from anemy and stand still will make quick recover. Boss is make you screaming and overwhelming if you don't battle tacticly. Other 2 weapons are fun as well, espacially the flying blade! Considering the price I will say it's definitely worth it!!! I played untill midnight and quickly fall in sleep:). Aside from Yellow, most of the songs are pretty easy. This pack is for people who just really like Coldplay, it won't really give you a huge challenge except for the bends in Yellow.

. Some guy trew a rock at me and killed me.  
10/10

Also the first ever fps I ever played on PC :)



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